STEFAN
CLAASSE
Game Developer

CONTACT

- +31 621640562
- stefanclaasse@outlook.com
- Portsmouth, United Kingdom
- stefanclaasse.com
- In/Stefan-Claasse
- StefanCla

EXPERTISE

Programming Languages:
C++, C

Platforms:
Windows, PlayStation 4/5,
Linux, Nintendo Switch

Tools:

Visual Studio	Perforce
Unreal Engine 4/5	Git
Jenkins	Jira

QUALITIES

- Communicative
- Problem-solving
- Analytical
- Dependable
- Taking Initiative
- Adaptable

LANGUAGES

Dutch - Native

English - Proficient User

ABOUT ME

I am a C++ and Unreal Engine Game programmer from The Netherlands with a passion for creating memorable gaming experiences. I have gained experiences from various university, work & self development projects.

EXPERIENCE

C++ Programmer
Climax Studios Ltd.

Sep 2023 - Present
Portsmouth, United Kingdom

- Working on the AAA title: EXODUS by Archetype Entertainment

EDUCATION

Game Programmer
BSc, Breda University of Applied Sciences.

2020 - 2024
Netherlands, Breda

- Touched on various aspects of game development, including gameplay, rendering, networking and engine programming
- Worked on various projects ranging from 3 months to a year in various team sizes

NOTABLE PROJECTS

Lead Programmer
Attic Panic

Sep 2022 - July 2023
Netherlands, Breda

- Led the development of the game as lead programmer with a team of 27
- Responsible for the CI pipeline of the project using Jenkins
- Implement gameplay features and player power-ups
- Responsible for adding online multiplayer functionality

Gameplay Programmer
Sub Nivis

May 2022 - July 2022
Netherlands, Breda

- Extended the custom engine by implementing trigger volumes in Trenchbroom
- Improved player feedback by using Box-Mullet transform for our bullet spread
- Responsible for maintaining our CI pipeline